

# Measuring/applying gamification to the classroom rubric

Gamification <----- Intensity of gamification/level of engagement -----> Games-based Learning (GBL)

Game Dynamics	Constraints	Narrative	Progression	Emotion	Relationships	Game Mechanics
	Teaching and learning outcomes together with any other non-variables	(story, theme and or graphical experience)	No real chance to improve skills or knowledge. Does not include any levels or points	How do we want the player/ learner to feel? during the experience? which emotions?	People interacting	
1	Present	No consistent or coherent story, theme and or graphical experience. Little relevance and or relationship to player's life.	No real chance to improve skills or knowledge. Does not include any levels or points	No emotional connection intended or present.	Little or no interaction between students.	
2	Present	Some evidence of consistent story, theme and or graphical relevance and or relationship to player's life.	Some chance to improve skills or knowledge.	Some emotional connection intended or present.	Some interaction between students.	
3	Present	An obvious story, theme and or graphical experience. Relevance and or relationship to player's life.	Obvious chance to improve skills or knowledge and how to progress is visible.	Obvious intentions for player emotions during experience eg: empathy, hopefulness, outrage at injustice.	Obvious interaction between students.	
4	Present	Very consistent or coherent story, theme and or graphical experience. Relevant to player's life.	A lot of opportunity to improve skills or knowledge. User progress is obvious.	Obvious intentions for player emotions during experience eg: empathy, hopefulness, outrage at injustice.	A good amount of interaction between students.	
5	Present	Very well-conceived, consistent and coherent story, theme and graphical experience. Very relevant to player's life.	Experience is designed well so that improving skills or knowledge is integral to the experience. Progress is clear. Opportunity to try again if tasks are not completed well. Includes some of following: levels, points, badges, Leader board. Achievement is displayed clearly.	Well integrated intentions for player emotions during experience eg: empathy, hopefulness, outrage at injustice.	Consistent and well thought out interaction between students.	

<p>These are the verbs. The process that drives action forward</p>	<p>Displays none or almost none of the following:</p> <ul style="list-style-type: none"> <li>• challenges</li> <li>• chance</li> <li>• competition</li> <li>• co-operation</li> <li>• resource acquisition</li> <li>• rewards</li> <li>• transactions</li> <li>• turns</li> <li>• win states (achievable goals/ endpoint)</li> <li>• feedback</li> </ul>	<p>Game Components</p>	<p>Specific instances of mechanics and dynamics</p>	<p>Displays none or almost none of the following:</p> <ul style="list-style-type: none"> <li>• Achievements</li> <li>• Avatars</li> <li>• Badges</li> <li>• Boss Fights</li> <li>• Collections</li> <li>• Combat</li> <li>• Content Unlocking</li> <li>• Gifting</li> <li>• Leaderboards</li> <li>• Levels</li> <li>• Points</li> <li>• Quests</li> <li>• Social Graph</li> <li>• Teams</li> <li>• Virtual Goods</li> </ul> <p>Displays some of the following:</p> <ul style="list-style-type: none"> <li>• Achievements</li> <li>• Avatars</li> <li>• Badges</li> <li>• Boss Fights</li> <li>• Collections</li> <li>• Combat</li> <li>• Content Unlocking</li> <li>• Gifting</li> <li>• Leaderboards</li> <li>• Levels</li> <li>• Points</li> <li>• Quests</li> <li>• Social Graph</li> <li>• Teams</li> <li>• Virtual Goods</li> </ul> <p>Displays a lot of the following:</p> <ul style="list-style-type: none"> <li>• Achievements</li> <li>• Avatars</li> <li>• Badges</li> <li>• Boss Fights</li> <li>• Collections</li> <li>• Combat</li> <li>• Content Unlocking</li> <li>• Gifting</li> <li>• Leaderboards</li> <li>• Levels</li> <li>• Points</li> <li>• Quests</li> <li>• Social Graph</li> <li>• Teams</li> <li>• Virtual Goods</li> </ul> <p>Displays most of the following:</p> <ul style="list-style-type: none"> <li>• Achievements</li> <li>• Avatars</li> <li>• Badges</li> <li>• Boss Fights</li> <li>• Collections</li> <li>• Combat</li> <li>• Content Unlocking</li> <li>• Gifting</li> <li>• Leaderboards</li> <li>• Levels</li> <li>• Points</li> <li>• Quests</li> <li>• Social Graph</li> <li>• Teams</li> <li>• Virtual Goods</li> </ul> <p>Displays all or almost all of the following:</p> <ul style="list-style-type: none"> <li>• Achievements</li> <li>• Avatars</li> <li>• Badges</li> <li>• Boss Fights</li> <li>• Collections</li> <li>• Combat</li> <li>• Content Unlocking</li> <li>• Gifting</li> <li>• Leaderboards</li> <li>• Levels</li> <li>• Points</li> <li>• Quests</li> <li>• Social Graph</li> <li>• Teams</li> <li>• Virtual Goods</li> </ul>
<p>Displays all or almost all of the following:</p> <ul style="list-style-type: none"> <li>• challenges - enough books by ed</li> <li>• chance</li> <li>• competition - between schools &amp; rewards</li> <li>• co-operation - paired rewards; recommends</li> <li>• resource acquisition - need to read</li> <li>• rewards - which</li> <li>• transactions - costly date</li> <li>• turns - recommending books?</li> <li>• Clear win states (achievable goals/ end) - due date to read by</li> <li>• Clear feedback is given and there is always opportunity to try tasks again.</li> </ul>	<p>Displays most of the following:</p> <ul style="list-style-type: none"> <li>• challenges</li> <li>• chance</li> <li>• competition</li> <li>• co-operation</li> <li>• resource acquisition</li> <li>• rewards</li> <li>• transactions</li> <li>• turns</li> <li>• win states (achievable goals/ endpoint)</li> <li>• Clear feedback and opportunity to try again.</li> <li>• May include levels or points.</li> </ul>			<p>Displays all or almost all of the following:</p> <ul style="list-style-type: none"> <li>• Achievements - Gold/ Achievements</li> <li>• Avatars</li> <li>• Badges</li> <li>• Boss Fights - between schools camp?</li> <li>• Collections - reading log</li> <li>• Combat - only one left per year of school</li> <li>• Content Unlocking</li> <li>• Gifting</li> <li>• Leaderboards - Gold/ Achievements</li> <li>• Levels - for difficult years</li> <li>• Points</li> <li>• Quests - looking for books to read of own choice?</li> <li>• Social Graph - working with teacher</li> <li>• Teams</li> <li>• Virtual Goods</li> </ul>

Fun Elements							
Hard Fun (challenge, mastery, reward and accomplishment)	No real need for player strategy. Few or no tangible obstacles to overcome. Not very challenging. Not easy to see how to progress.	Some opportunities for challenge, mastery, reward and accomplishment.	Obvious opportunities for challenge, mastery, reward and accomplishment. <i>Getting the books is the challenge</i>	A lot of opportunities for challenge, mastery, reward and accomplishment.	A clear need for strategy. Obstacles to overcome. Consistent challenges such as puzzles or problems to be worked at. Clear indication of progress eg: levels/ power-up.	An abundance or opportunities for creative expression, exploration, problem solving, role play, player created content or experiences.	Easy Fun (curiosity, imagination, wonderment, surprise, exploration, discovery, adventure)
Serious fun (excitement, relaxation, express values, creating value)	Little or no excitement, relaxation, repetition, rhythm, opportunity to express values or be creative.	Some or no excitement, relaxation, repetition, rhythm, opportunity to express values or be creative. <i>If you find something relaxing that's work.</i>	Obvious moments of excitement, relaxation, repetition, rhythm, opportunities to express values or be creative.	A lot of excitement, relaxation, repetition, rhythm, opportunities to express values or be creative.	An abundance of excitement, relaxation, repetition, rhythm, opportunities to express values or be creative. Practice, simulation, learning real work to learn or achieve.		Social Fun/People Fun (relationships, amusement, laughter, working together to achieve a goal, mentoring someone, beating someone)
	Little or no excuse to hang out or interact with peers or friends.	Some reasons to hang out or interact with peers or friends. <i>Don't have to do it with a friend...</i>	An obvious need to hang out or interact and complete tasks with peers or friends.		Clear need to co-operate compete, mentor, lead, perform, express yourself or and personalise something. Lots of interaction with others to discuss, achieve goals and get things done.		